

# WABL Stadium Scoring User Guide

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## Introduction

Your Association now has the ability to score all WABL games using the Stadium Scoring program. In order for the system to function correctly, there are a few things it requires:

- Set-up
- Power
- Internet Access (not necessarily required during game)

## Set-Up

On Game day, you will be required to put the laptops out onto each court's scorebench. Once the laptops have started, all you will need to do is open the Stadium Scoring program. Once it is open simply click 'Run Downloaded Games'. The list of games to be played on each particular court should appear in order.

## Power

In order for the laptops to run throughout the course of the Game day, they will require power. Some Stadiums have power at each scorebench but some do not. In circumstances where the scorebench does not have a power socket, the Games Controller will need to run extension leads from each non-powered scorebench to the closest power socket. Player and spectator safety must be considered when undertaking this. After each game, the Games Controllers should check that laptops are NOT operating from battery power.

## Internet Access

In order for each system to display that particular court's games, internet access is required. This is most easily done via wireless internet access in which case each laptop can automatically download games and upload game results from the scorebench. If the Stadium does not have wireless internet (or it is not accessible from the scorebench), the day's games will need to be downloaded onto the laptops prior to being taken out to the scorebenches. This may be done by plugging each laptop into the internet and starting Stadium Scoring, or starting the program in an area where the laptops do receive wireless internet access.

NOTE: Internet access is not required to run the games once they have been downloaded; however it is again required when closing the Stadium Scoring program (therefore uploading game results).

## User Manual

Contained in the rest of this guide is a Stadium Scoring user manual. This provides in-depth, step-by-step instruction on how to open, run and close Stadium Scoring. It is recommended that those who will be assisting in the set-up and training of Stadium Scoring read this thoroughly.

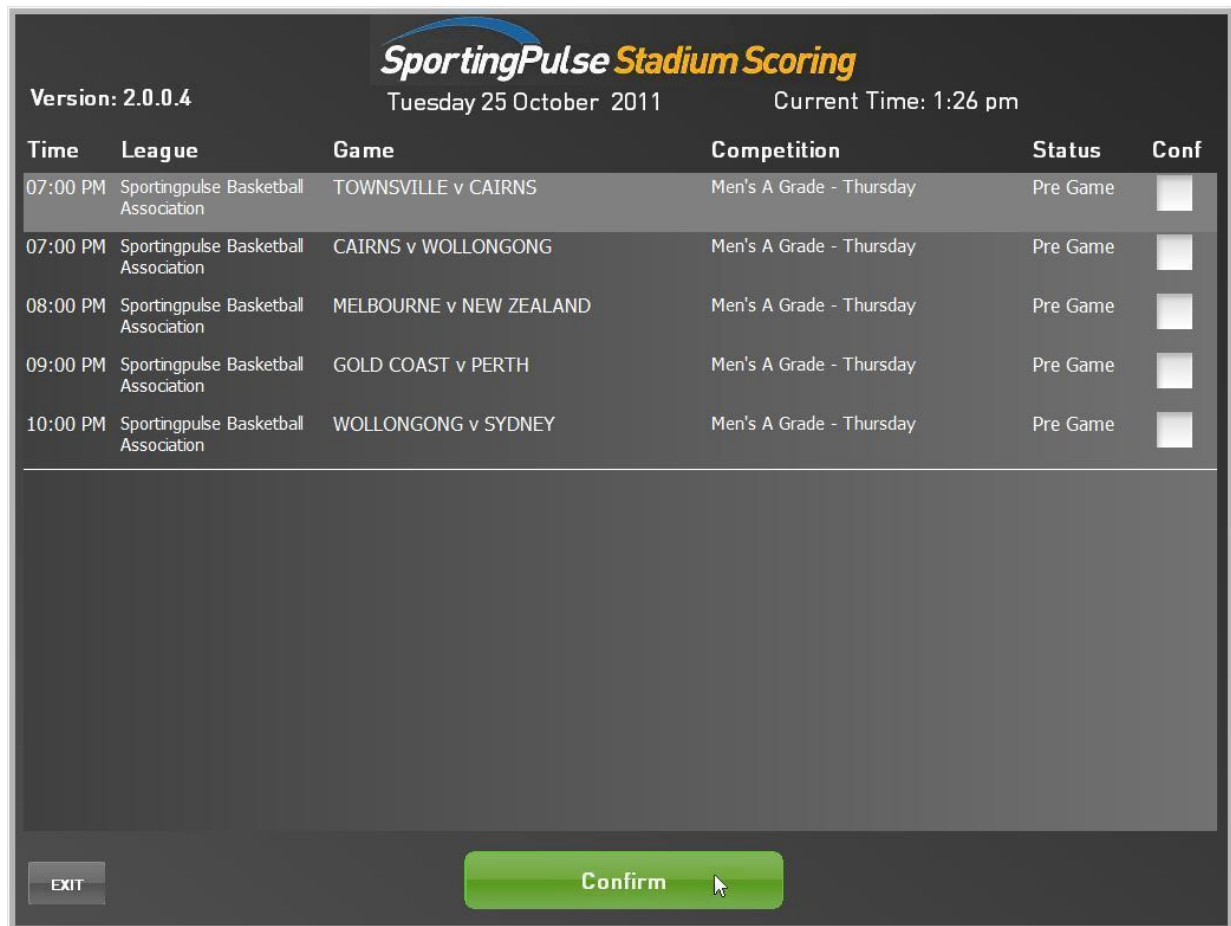
# WABL STADIUM SCORING USER MANUAL

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The Home Association will have set up the equipment prior to the first games commencing. The Stadium Scoring program will be open with the following screen, displaying a list of games for the session.

### Select a Game



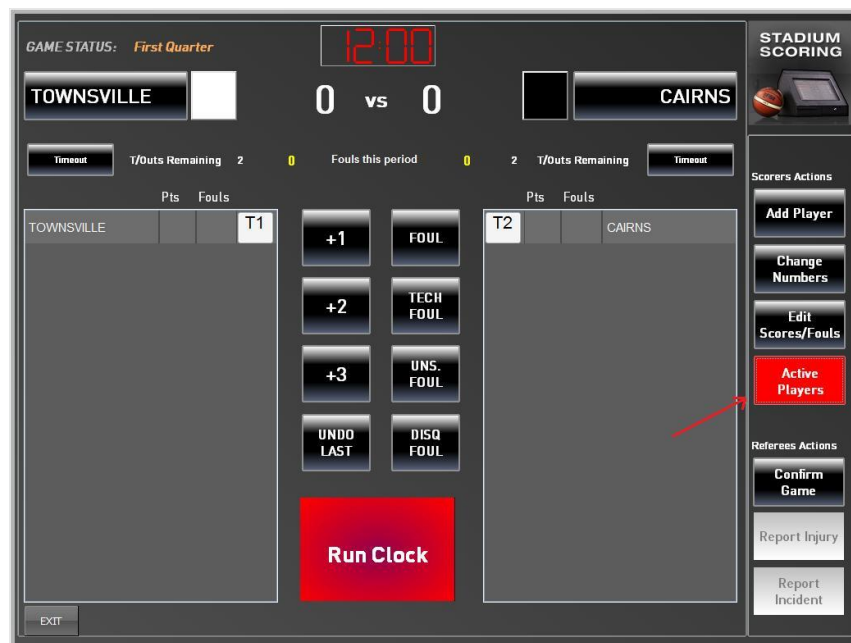
The screenshot shows the 'SportingPulse Stadium Scoring' application interface. At the top, it displays the version '2.0.0.4', the date 'Tuesday 25 October 2011', and the 'Current Time: 1:26 pm'. Below this is a table listing five basketball games. Each row includes the time, league, game name, competition, status, and a 'Conf' checkbox. The first game, 'TOWNSVILLE v CAIRNS', is highlighted. At the bottom, there are two buttons: 'EXIT' and 'Confirm'.

Time	League	Game	Competition	Status	Conf
07:00 PM	Sportingpulse Basketball Association	TOWNSVILLE v CAIRNS	Men's A Grade - Thursday	Pre Game	<input checked="" type="checkbox"/>
07:00 PM	Sportingpulse Basketball Association	CAIRNS v WOLLONGONG	Men's A Grade - Thursday	Pre Game	<input type="checkbox"/>
08:00 PM	Sportingpulse Basketball Association	MELBOURNE v NEW ZEALAND	Men's A Grade - Thursday	Pre Game	<input type="checkbox"/>
09:00 PM	Sportingpulse Basketball Association	GOLD COAST v PERTH	Men's A Grade - Thursday	Pre Game	<input type="checkbox"/>
10:00 PM	Sportingpulse Basketball Association	WOLLONGONG v SYDNEY	Men's A Grade - Thursday	Pre Game	<input type="checkbox"/>

From the list of games displayed, highlight the game to be scored then click the "Confirm" button.

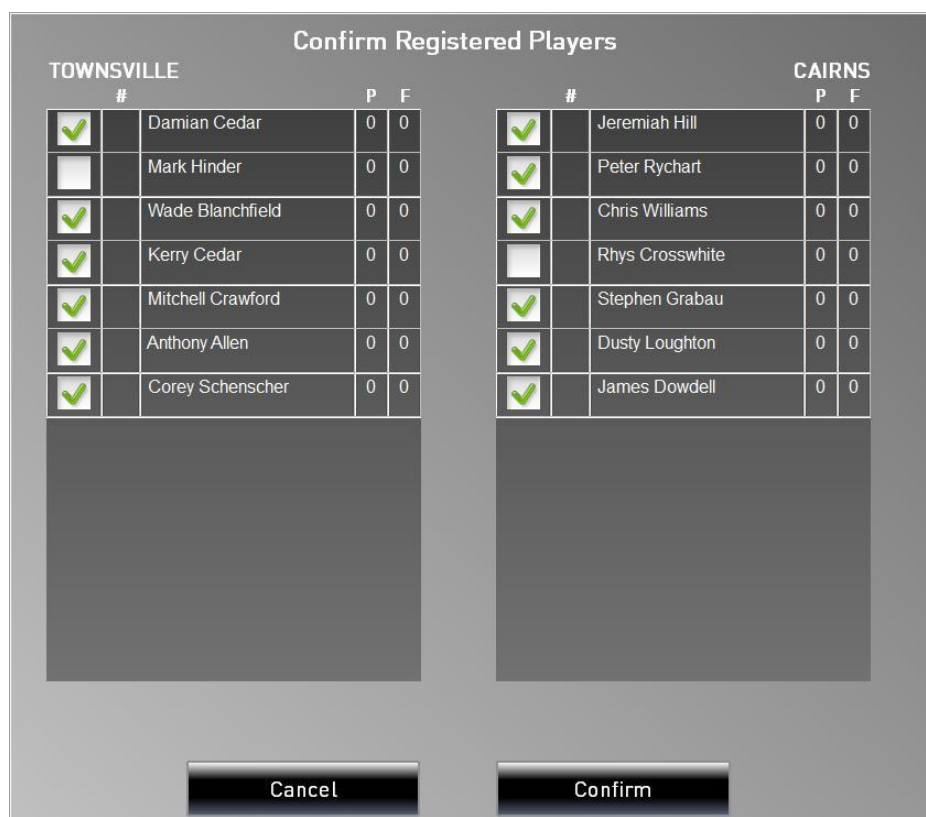
You will now be able to select active players and add any new players into the system.

## Select Active Players



The scoring screen appears and the players who are playing in the game are now able to be added.

Click the “Active Players” button to go to the registered players list.



Clicking the white square next to a player's name brings up a green tick and these are the players who will appear on the scoring screen.

When completed, just click the "Confirm" button to move to the next screen.

At the next screen, you can edit and confirm the player's numbers for Team 1.

Should you need to add a new player, this can be done in a separate process that will be described later.

You can return to this screen to add or remove players later in the game.

## Player Numbers

**Confirm Player Numbers**

**TOWNSVILLE**

Wade Blanchfield	11	Change	Team(N)
Kerry Cedar	12	Change	Team(N)
Damian Cedar	23	Change	Team(N)
Corey Schenscher	32	Change	Team(N)
Anthony Allen	41	Change	Team(N)
Mitchell Crawford	42	Change	Team(N)

7

8

9

4

5

6

1

2

3

0

BACKSPACE

Team 2 >>

Confirm

Click the "Change" button beside the player you wish to edit the number. The player number box will change to yellow and you are able to enter the new number from the keypad on the right.

If you are assigning a new number that will be a permanent change click the Team button and it will appear with a (Y) to signify the change.

When you have completed editing the numbers for the team, click on the "Confirm" button and the screen for Team 2 will appear.

**Confirm Player Numbers**

**CAIRNS**

Change	6	Jeremiah Hill	Team(Y)
Change	8	Peter Rychart	Team(N)
Change	12	Chris Williams	Team(N)
Change	15	Stephen Grabau	Team(N)
Change	33	Dusty Loughton	Team(N)
Change	42	James Dowdell	Team(N)

7

8

9

4

5

6

1

2

3

0

BACKSPACE

<< Team 1

Confirm

Click the “Change” button beside the player you wish to edit the number. The player number box will change to yellow and you are able to enter the new number from the keypad on the right.

If you are assigning a new number that will be a permanent change click the Team button and it will appear with a (Y) to signify the change.

When you have completed editing the numbers for the team, click on the “Confirm” button and the screen for confirming and adding Coaches will appear.

## Select Coaches

**Confirm Registered Coaches**

Teamwolf

<input type="checkbox"/>	MIKE WALKER
<input checked="" type="checkbox"/>	STEVE SIMS

Wolfpack

<input type="checkbox"/>	JOHN WRIGHT
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Add New Coach

Confirm

Clicking the white square next to a Coach's name brings up a green tick and these are the Coaches who will appear on the scoring screen.

When completed, click the "Confirm" button to move to the scoring screen. If you need to add a new coach, click the "Add New Coach" button.

ADD A NEW COACH

THIS IS A NEW COACH FOR

Teamwolf Wolfpack ✓

Type details... use the TAB key to move between fields. All fields must be complete.  
[To correct a field, simply touch the field and then type over]

Q W E R T Y U I O P .  
A S D F G H J K L -  
Z X C V B N M . SPACE  
1 2 3 4 5 6 7 8 9 0  
TAB @ : / BACKSPACE

FIRST NAME:  SURNAME:  DOB: dd  mm  yyyy   
Email:  GENDER:

Cancel Confirm

Click the white box next to the team name that the new coach will be the coach of. Enter the new coach's details into the boxes under the displayed keypad using the keyboard.

The current box is coloured in yellow. Move from box to box by clicking the box or the TAB key. All boxes must be completed before the confirmation will be allowed.

Click the "Confirm" button to move back to the Select Coaches screen.



Teamwolf

☐

MIKE WALKER

☒

STEVE SIMS

Wolfpack

☒

JOHN WRIGHT

Add New Coach

Confirm

Clicking the white square next to a Coach’s name brings up a green tick and these are the Coaches who will appear on the scoring screen.

When completed, click the “Confirm” button to move to the scoring screen.

## Add a Player

The screenshot shows a game interface for a match between Townsville and Cairns. The game is in the First Quarter with a clock at 12:00. The score is 0 vs 0. The interface includes a list of players for both teams, a central control panel with buttons for adding points, fouls, and technical fouls, and a right-hand menu with various actions. A red arrow points to the 'Add Player' button in the 'Scorers Actions' section.

TOWNSVILLE		CAIRNS	
Wade Blanchfield	11	6	Jeremiah Hill
Kerry Cedar	12	8	Peter Rychart
Damian Cedar	23	12	Chris Williams
Corey Schenscher	32	15	Stephen Grabau
Anthony Allen	41	33	Dusty Loughton
Mitchell Crawford	42	42	James Dowdell
TOWNSVILLE	T1	T2	CAIRNS

Buttons in the center: +1, FOUL, +2, TECH FOUL, +3, UNS. FOUL, UNDO LAST, DISQ FOUL, Run Clock.

Buttons on the right: Add Player, Change Numbers, Edit Scores/Fouls, Active Players, Confirm Game, Report Injury, Report Incident.

If you need to add a new player, click the “Add Player” button. A screen will appear to allow you to either search for a player or enter details manually. Click on the green “Enter Details Manually” button.

The screenshot shows the 'ADD A NEW PLAYER' screen. It has a title bar and a subtitle 'THIS IS A NEW PLAYER FOR' followed by two dropdown menus for 'TOWNSVILLE' and 'CAIRNS'. Below this is a text prompt: 'Type details... use the TAB key to move between fields. All fields must be complete. (To correct a field, simply touch the field and then type over)'. A large on-screen keyboard is displayed. At the bottom, there are input fields for 'FIRST NAME', 'SURNAME', 'DOB' (dd, mm, yyyy), 'SUBURB', 'POSTCODE', 'PLAYER NUMBER', and 'GENDER' (M, F). A red arrow points to the 'Confirm' button.

Buttons: Cancel, Confirm.

Click the white box next to the team name that the new player will be playing for. Enter the new player's details into the boxes under the keyboard using the keyboard.

The current box is coloured in yellow. Move from box to box by clicking the box or the TAB key. All boxes must be completed before the confirmation will be allowed. The player number is included in this required information.

Click the "Confirm" button to move back to the scoring screen.

### Start the Game - REFEREE

The screenshot shows a software interface for confirming a game start. At the top, it says "Confirm Game Start?" followed by "TOWNSVILLE v CAIRNS" and "19:00 - Men's A Grade - Thursday". Below this is an "Umpire Code" field with six asterisks and a cursor. Underneath are two rows of input boxes: "TOWNSVILLE forfeits" and "CAIRNS forfeits". A virtual keyboard is displayed in the center, featuring letters, numbers, a TAB key, a colon/slash key, and a BACKSPACE key. At the bottom are "Cancel" and "Confirm" buttons.

The referee will now confirm that the game is ready to begin and will perform this using their code. Once they click "Confirm" you will be returned to the scoring screen.

Once you select "Run Clock" the Timer at the top of the screen will start to run (N.B. the Stadium Scoring clock does not need to be stopped and/or started at all – games will still run off scoreboard clock)

## Scoring

**GAME STATUS:** *First Quarter*

**11:46**

**TOWNSVILLE** **2** vs **0** **CAIRNS**

**Timeout** T/Outs Remaining **2** **1** Fouls this period **0** **2** T/Outs Remaining **Timeout**

	Pts	Fouls
Wade Blanchfield	1	11
Kerry Cedar		12
Damian Cedar	2	23
Corey Schenscher		32
Anthony Allen		41
Mitchell Crawford		42
TOWNSVILLE		T1

**+1** **FOUL**

**+2** **TECH FOUL**

**+3** **UNS. FOUL**

**UNDO LAST** **DISQ FOUL**

**Run Clock**

**EXIT**

**STADIUM SCORING**

**Scorers Actions**

**Add Player**

**Change Numbers**

**Edit Scores/Fouls**

**Active Players**

**Referees Actions**

**Confirm Game**

**Report Injury**

**Report Incident**

Points are recorded by clicking the player's name (it is then highlighted) and clicking the appropriate score i.e. +1 (for each free throw made), +2 for a field goal and +3 for a 3pt field goal. The progressive score then appears beside the player name and the progressive team score is added to the display at the top of the screen.

When a foul is given, the player name is highlighted and the appropriate foul button is clicked. The progressive numbers of fouls are shown against each player and the progressive team fouls are displayed at the top of the screen.

Bench Technical fouls are recorded by highlighting the Team Name line at the bottom of the player list (instead of a player name). Any points for an unknown player can also be recorded on this Team line.

When a timeout is called, click the "Timeout" button beneath the team name. Timeouts remaining for the period are displayed next to the button.

## Corrections during a Game

**GAME STATUS:** First Quarter

**TOWNSVILLE** 2 vs 0 **CAIRNS**

**Timeout** T/Outs Remaining 2 0 Fouls this period 0 2 T/Outs Remaining **Timeout**

	Pts	Fouls
Wade Blanchfield		11
Kerry Cedar		12
Damian Cedar	2	23
Corey Schenscher		32
Anthony Allen		41
Mitchell Crawford		42
TOWNSVILLE		T1

**CAIRNS**

	Pts	Fouls
Jeremiah Hill	6	
Peter Rychart	8	
Chris Williams	12	
Stephen Grabau	15	
Dusty Loughton	33	
James Dowdell	42	
CAIRNS	T2	

**Run Clock**

**Undo Last**

**STADIUM SCORING**

**Scorers Actions**

- Add Player
- Change Numbers
- Edit Scores/Fouls
- Active Players

**Referees Actions**

- Confirm Game
- Report Injury
- Report Incident

If you discover an error immediately, you can click the “Undo Last” button to have the last action cancelled. (Note: This only works on the last action and only allows one undo).

For earlier errors, highlight the player name and click the “Edit Scores/Fouls” button. The following screen will allow the edit process.

**Score/Foul Adjustments for Damian Cedar**

Per	Time	Action	Pts
Qtr 1	11:46	2pt	2
Qtr 1	11:39	3pt	3
Qtr 1	11:38	3pt	3

**Score: 8**

**Fouls: 0**

**Tech Fouls: 0**

**+1** **+2** **+3**

**+1** **+T**

**Delete Action**

**Re-Assign Action**

**EXIT**

Highlight the action to be edited. Use the scores and fouls buttons to make adjustment to this record. The action can also be deleted or re-assigned to another player.

## Changing a Player's number during a Game

The screenshot shows the Stadium Scoring interface for a game between Teamwolf and Wolfpack. The score is 0 vs 0, and the time is 20:00. The interface includes player lists, scoreboards, and action buttons. A red arrow points to the 'Change Numbers' button in the Scorer's Actions panel.

PTS	FOULS	No.
		Ryan ling
		Daniel Morrison
		WILL BEILHARZ
		NICK PRATT
		Sam Field
		Teamwolf

No.	FOULS	PTS
		Alexander Farah
		David Allan
		Beau Ryan
		ALEX FARAH
		Corey Baker
		Wolfpack

Buttons: +1, +2, +3, Foul, Tech Foul, Uns. Foul, Undo Last, Disq Foul, Start Game, EXIT, Last Action: , POWERED BY SP SportingPulse

Scorer's Actions:

- Add Player
- Change Numbers
- Edit Scores/Fouls
- Active Players
- Add Coach

Referees Actions:

- Confirm Game
- Report Injury
- Report Incident

If a Player changes number during the game, click the player's name then click the "Change Numbers" button. The following screen will allow you to edit their number.

The screenshot shows the 'Changing Player Number for Sam Field' dialog box. It includes a numeric keypad and buttons for 'Update Team Number', 'Cancel', and 'Confirm'.

Changing Player Number for Sam Field

New Number: 10

☐ Update Team Number

Buttons: 7, 8, 9, 4, 5, 6, 1, 2, 3, 0, BACKSPACE, Cancel, Confirm

Use the number pad or the keyboard to delete the current number and enter the new number. If the change is permanent (i.e. for the rest of the season) click the "Update Team Number" box. Click the "Confirm" button to go back to the scoring screen.

### Confirm Quarter and 3-Quarter Time

When the game has reached quarter time or 3-quarter time, click “Start qtr/3 qtr time” and the clock displaying the time between periods will begin.

### Confirm Half Time – REFEREE

When the game has reached half-time, click “Start Half Time” and the clock displaying the time between halves will begin.

The referee will enter their code to confirm the score and will be asked to confirm the active players and their singlet numbers. At this stage the referee shall remove players on the team list who are not participating in the game, and change singlet numbers if required. Click “Confirm” at each stage of the process to continue to the next. Once this has been completed you will be returned to the scoring screen.

### Confirm the Game – REFEREE

The screenshot displays a game management interface for a basketball game between Townsville and Cairns. The game is in the Fourth Quarter with a score of 67 vs 77. The interface includes player statistics, foul counts, and a sidebar with various action buttons. A red arrow points to the 'Confirm Game' button in the Referees Actions section.

**GAME STATUS:** Fourth Quarter

**Score:** 67 vs 77

**Teams:** TOWNSVILLE vs CAIRNS

**Timeouts:** T/Outs Remaining 0, Fouls this period 0

	Pts	Fouls
Kerry Cedar	6	12
Damian Cedar	8	23
Corey Schenscher	9	2
Mitchell Crawford	9	42
Anthony Allen	10	41
Wade Blanchfield	25	11
TOWNSVILLE		T1

	Pts	Fouls
Jeremiah Hill	6	5
Peter Rychart	8	9
Chris Williams	12	15
Stephen Grabau	15	6
Dusty Loughton	33	30
James Dowdell	42	12
CAIRNS	T2	

**Actions:**

- Scorers Actions: Add Player, Change Numbers, Edit Scores/Fouls, Active Players
- Referees Actions: Confirm Game, Report Injury, Report Incident

**Buttons:** +1, +2, +3, FOUL, TECH FOUL, UNS. FOUL, DISQ FOUL, UNDO LAST, End Game

When the game is over, the referee will confirm the game results by clicking the “Confirm Game” button.

GAME STATUS: *First Quarter*

11:57

TOWNSVILLE

0 vs 0

CAIRNS

Timeout

T/Outs Remaining 2

Fouls this period 0

2 T/Outs Remaining

Timeout

	Pts	Fouls
Wade Blanchfield		11
Kerry Cedar		12
Damian Cedar		23
Corey Schenschler		32
Anthony Allen		41
Mitchell Crawford		42
TOWNSVILLE		T1

+1	FOUL
+2	TECH FOUL
+3	UNS. FOUL
UNDO LAST	DISQ FOUL

Run Clock

	Pts	Fouls	
6			Jeremiah Hill
8			Peter Rychart
12			Chris Williams
15			Stephen Grabau
33			Dusty Loughton
42			James Dowdell
T2			CAIRNS

STADIUM SCORING

Scorers Actions

Add Player

Change Numbers

Edit Scores/Fouls

Active Players

Referees Actions

Confirm Game

Report Injury

Report Incident

EXIT

The referee will enter their code to confirm the game result and click the “Confirm” button.